## AMENDMENTS TO THE CLAIMS:

### Listing of Claims:

1. (Previously Presented) A method comprising:

receiving at an electronic device a command identifying first data;

automatically determining a property of the identified first data;

automatically identifying an executable from the determined property; and

operating on the identified first data using the identified executable.

2. (Original) A method as claimed in claim 1, wherein the determined property of the identified data indicates a content type.

3. (Previously Presented) A method as claimed in claim 1, wherein the command contains an identifier of the first data.

4. (Original) A method as claimed in claim 3, wherein the identifier identifies a node of a hierarchical nodular data structure.

5. (Original) A method as claimed in claim 4, wherein the command is an exec command and the identifier is a URI contained within a source element, which is contained within the *exec* command.

6. (Previously Presented) A method as claimed in claim 1, wherein the command is received as XML code.

7. (Original) A method as claimed in claim 6, wherein the command is a SyncML command.

8. (**Currently Amended**) A method as claimed in claim 1, wherein the identified first data is stored at the ~~mobile~~ electronic device.

9. (Original) A method as claimed in claim 6, wherein the identified first data is stored as a first leaf node of a hierarchical nodular data structure.

10. (**Currently Amended**) A method as claimed in claim 9, wherein the determined property of the identified data indicates a content type,
    wherein each leaf node of the hierarchical nodular data structure has properties and
    wherein the step of determining the content type uses the properties of the first leaf node.

11. (**Currently Amended**) A method as claimed in claim 9, wherein the determined property of the identified data indicates a content type, wherein each leaf node of the hierarchical nodular data structure has metadata and wherein the step of determining the content type uses the first leaf node's metadata.

12. (**Currently Amended**) A method as claimed in claim 1, wherein the determined property of the identified data indicates a content type and wherein the step of determining the content type uses the value of a Format element and/or the value of a Type element associated with the first data.

13. (Previously Presented) A method as claimed in claim 1 further comprising associating a plurality of different executables with each of a plurality of different properties.

14. (**Currently Amended**) A method as claimed in claim 11 13, wherein the step of automatically identifying an executable from the determined property comprises identifying the executable associated with the determined property.

15. (Previously Presented) A method as claimed in claim 13, wherein the plurality of different executables are stored in the electronic device.

16. (Previously Presented) A method as claimed in claim 1, further comprising, before receiving the command identifying the first data, receiving commands for creating a hierarchical nodular data structure including the first data at the electronic device.

17. (Previously Presented) A method, comprising:

transferring code comprising a command to an electronic device, wherein the command identifies a first leaf node of a hierarchical nodular data structure;

determining a property of the identified first leaf node;

identifying an executable from the determined property; and

operating on data stored at the identified first leaf node using the identified executable.

18. (**Currently Amended**) A method, comprising:

receiving re-usable code at an electronic device wherein the code comprises:

commands for creating at the electronic device a hierarchical nodular data structure, having leaf nodes and interior nodes, that comprises first data stored at a first leaf node; and a first command identifying the first leaf node;

commands for determining a property of the identified first leaf node;

commands for identifying an executable from the determined property; and

commands for operating on the first data stored at the first leaf node using the identified executable.

19. (**Currently Amended**) An electronic device, comprising:

a memory ~~for storing~~ configured to store first data;

a receiver ~~for receiving~~ configured to receive a command identifying the first data; and

a processor[[,]] operable to determine a property of the identified first data[[;]], to identify an executable from the determined property, and to operate on the identified data using the identified executable.

20. (**Currently Amended**) ~~A mobile cellular telephone~~ An electronic device as claimed in claim 19, wherein the receiver is ~~for receiving~~ further configured to receive a set-up code, and the processor is operable to interpret the received set-up code to create a hierarchical nodular data structure, having leaf nodes and interior nodes, that comprises a first leaf node storing the first data.

21. (**Currently Amended**) ~~A mobile cellular telephone~~ An electronic device as claimed in claim 20, wherein the processor is operable to interpret a first command within the received set-up code to determine a property of the leaf node identified by the first command.

22. (**Currently Amended**) A data structure embodied on a computer-readable medium, comprising:

code the execution of which resulting in operations comprising: identifying first data and specifying execution of an unidentified executable on the first data.

23. (Previously Presented) A data structure as claimed in claim 22, wherein the code further specifies the transfer of the first data to an electronic device.

24. (**Currently Amended**) A data structure embodied on a computer-readable medium, comprising:

commands ~~for creating~~ execution of which create at an electronic device a hierarchical nodular data structure, having leaf nodes and interior nodes, that comprises first data stored at a first leaf node; and

a first command identifying the first leaf node and that specifies execution of an unidentified executable on the first data stored at the first node.

25. (Previously Presented) A method, comprising: using a data structure as claimed in claim 22.

26. (Previously Presented) A method comprising: setting-up an electronic device using a data structure as claimed in claim 22.

27. (Previously Presented) A method comprising: re-using the data structure as claimed in claim 22, to set-up different electronic devices.

28. (Previously Presented) A server for storing and transmitting the data structure as claimed in claim 22.

29. (**Currently Amended**) A system, comprising:

means for creating a data structure for re-use in setting-up different electronic devices by associating each one of a plurality of user friendly commands with different code portions, each of which includes one or more commands; and

means for storing the data structure.

30. (Cancelled)

31. (**Currently Amended**) A system as claimed in claim 29, wherein a ~~first~~ user friendly command is associated with XML code comprising only a SyncML Add command.

32. (**Currently Amended**) A system as claimed in claim 29, wherein a ~~second~~ user friendly command is associated with XML code comprising a SyncML Add command followed by a SyncML Exec command.

33. (**Currently Amended**) A system as claimed in claim 29, wherein a ~~third~~ user friendly command is associated with XML code comprising a SyncML Add command followed by a SyncML exec command followed by a SyncML Delete command.

34. (Previously Presented) An electronic device, comprising:

means for storing first data;

means for receiving a command identifying the first data;

means for determining a property of the identified first data;

means for identifying an executable from the determined property; and

means for operating on the identified data using the identified executable.

35. (**Currently Amended**) A method, comprising:

~~transmitting~~ providing code identifying first data and specifying execution of an unidentified executable on the first data and

transmitting the code.

36. (Previously Presented) A method, comprising:

transmitting commands for creating a hierarchical nodular data structure, having leaf nodes and interior nodes, that comprises first data stored at a first leaf node; and

transmitting a first command identifying the first leaf node that specifies execution of an unidentified executable on the first data stored at the first node.

37. (**Currently Amended**) A server, comprising:

a memory ~~for storing~~ configured to store a code execution of which resulting in operations comprising: identifying first data and specifying execution of an unidentified executable on the first data; and

an interface configured to transmit the code.

38. (**Currently Amended**) A server as claimed in claim 37, wherein the ~~code is for~~ operations further comprise setting up an electronic device.

39. (**Currently Amended**) A server as claimed in claim 37, wherein the ~~code is for re-use~~ operations further comprise re-using the code in setting up different electronic devices.

40. (**Currently Amended**) A server, comprising:

a memory ~~for storing commands for~~ configured to store instructions, execution of which resulting in operations comprising: creating at an electronic device a hierarchical nodular data structure, having leaf nodes and interior nodes, that comprises first data stored at a first leaf node, and ~~for storing~~ configured to a first command identifying the first leaf node that specifies execution of an unidentified executable on the first data stored at the first node identifying the first leaf node that specifies execution of an unidentified executable on the first data stored at the first node; and

a transmitter configured to transmit the stored instructions.

41. (**Currently Amended**) ~~Software,~~ A computer program product comprising program instructions embodied on a tangible computer-readable medium, execution of the program

instructions resulting in operations comprising:

 means for automatically determining a property of a received command identifying first data;

 means for automatically identifying an executable from the determined property; and

 means for enabling the identified first data to be operated on using the identified executable.


42. (**Currently Amended**) A computer program [[,]] product comprising program instructions embodied on a tangible computer-readable medium, execution of the program instructions resulting in operations comprising:

 means for creating a data structure for ,

 wherein the data structure is capable of re-use in setting-up different electronic devices by associating each one of a plurality of user friendly commands with different code portions, each of which includes one or more commands.